

# Mission Running in Stain

## From ReconWiki

The Stain region is NPC 0.0 space. This means that players cannot claim sovereignty in any system in Stain, and also that any player in game can dock at any station in the region. This situation creates a lot of opportunities for PvP, but it also means that the region is full of pirate NPC mission agents. For Stain, the pirate faction is Sansha's Nation, and the mission rewards from the agent LP stores are Sansha's items, such as the Nightmare faction battleship, and Slave implants ([http://wiki.eveonline.com/en/wiki/Slave\\_Set](http://wiki.eveonline.com/en/wiki/Slave_Set)) . This makes mission running in Stain potentially a very lucrative career, and that is the focus of this article.

This document presents an overview of how to run missions in Stain. It covers the basics of how missions work, and how to obtain juicy rewards. The information relayed here is intended for mission running in Stain, so if you would like more information about a more general mission running topic, please see the external links section at the end of this article.

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## Mission Running Basics

Mission running consists of finding an agent that will provide you with missions, and completing those missions as quickly as possible. If you are able to complete the mission within a certain period of time, you will generally become eligible for and receive a mission bonus. The bonus usually consists of additional isk, and can nearly double your total isk payout for that mission. However, in Stain the real isk comes from grinding loyalty points.

Each agent is a member of a corp, and a division within that corp. Once you have sufficient standing to run

missions for an agent within a corp, any completed missions for that agent will increase your standing with that agent and that agent's corp as a whole. It doesn't matter which division inside of a corp you run missions for, and you can alternate between divisions as you like. However, keep in mind that the specific connections skills (shown below) only apply to certain divisions, so be sure to run missions for the division for which you will gain the greatest rewards.

## Mission Rewards - Loyalty Points

Loyalty Points (LP) are given by mission agents as part of the reward for completing missions. These LP are then used at the agent's corporation LP store to purchase faction specific items. The cost of these items can be all LP, a mix of LP and isk, or a mix of LP and special items (such as tags of lower quality versions of the item you want to purchase). For example, if you want to buy a Raven Navy Issue from the Caldari Navy LP store, you can opt to pay isk+LP for a blueprint copy, or pay LP+items (such as faction tags).

The amount of LP you receive for completing a mission is based on the effective quality of the agent for you, and the level of your connections skills as applies to the agent's division.

The number of LP received for each mission is defined by:

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Actual LP Reward = Base LP Reward x (1 + (0.05 x (Level of Connection Skill 1 + Level of Connection Skill 2))  
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```

## Mission Rewards - Corp Standing

When completing a mission, you will receive a certain standings gain for that corp. The amount of standings increase is determined by your Social skill and the base mission increase, which is determined by the agent level and effective quality. Note that sharing rewards in a fleet WILL also share corp standings increases, but NOT faction standings increases. Note also that the amount of standings gained for completing a mission is proportional to the difference between perfect standing (10.0) and your current standing. So the higher your standings with a corp, the lower the gains for completing a mission.

## Mission Rewards - Faction Standing (Storyline Missions)

Faction standing increases are granted through a mission that occurs once every 16 missions. This is called a storyline mission, and generally offers better rewards across the board, and usually a random implant of the agent's level (+1 implant for level 1 agent, +2 implant for level 2 agent, etc). Most importantly for mission running in Stain, and for those pilots who have poor faction standing with Sansha's Nation, this is the **ONLY** way to increase your faction standing with the Sansha's Nation. Keep in mind that the increases are small (**need equation please**), so it will take a while to boost your faction standing.

Storyline missions are offered once every 16 missions from an agent in a different corp, but at the same level as the previous 15 missions. So if you switch to a different level agent, or to a different corp in the faction, your storyline counter will reset to 0. As such, if you have completed quite a few missions for a particular agent, consider doing more missions for that agent (or other agents of the same level and corp) until you reach a storyline, before switching to a higher agent level.

Faction increases cannot be shared, even though storyline missions can be completed in a fleet.

# How to find Agents

A much more comprehensive introduction to finding agents who will work with you is provided in the EVE-Online wiki linked at the bottom of this article. However, here is a brief introduction to finding agents.

There are two methods of finding agents to work with. The first is to open your character sheet->standings, and locate the faction or corp you want to run missions for. For Stain, you will want either the Sansha's Nation faction or its True Power/True Creations corp. Keep in mind that any of those may be under the "disliked by" tab. If you lookup the faction, you will see a list of corporations in that faction in the faction's show info page. Open up the show info on the corp you want to run missions for.

Once you have the corp window open, go to the agents tab. You will see a list of divisions. Opening a division will show two lists of agents, those that are available to you, and those that are not available. You can only run missions (currently) for agents that are available to you. If you have just gained standings to open up a new agent, be sure to relog before trying to talk to the agent, or he/she will just tell you to go away.

The second method is to open up the F10 map. Inside one of the tabs is a set of filters that will allow you to customize what is shown on the map. You want "My Available Agents." You may also want to flatten the map (big button on the top of the F10 map window) so it will be easier to see. You will now see green blobs on systems where you have one or more available agents. The bigger and greener the blob is, the more agents in that system that will talk to you. Simply mouse-over nearby systems to see the agents there, along with level and quality, that will work with you.

At any time, if you want to find out where the agent is, right click the agent->start conversation. The agent's location will be shown in this page. If you want to see how much standing you need, your current effective standing, etc, with that agent, just do a show info on the agent.

## Sharing Rewards

Sharing mission rewards amongst the members of a fleet is a good method to gain standings, isk, and LP by mission running. Isk rewards, LP, and corp standings are all shared to all members of the fleet when a mission is completed and sharing is enabled.

It doesn't matter who owns the fleet, but only who owns the mission. In fact, aside from warping the fleet to the mission space, and perhaps collecting a mission item, the mission owner does not need to participate in the mission at all. When the mission is complete, the mission owner need only complete the mission with the mission agent, and everyone in the fleet will receive a share of the reward.

### **Are the split rewards affected by each member's social skills?**

When completing a mission in a fleet, the mission owner should receive a pop-up message that asks if he/she would like the mission rewards to be shared. As with most yes/no dialog boxes in EVE, the answer to this question can be stored and used for all subsequent mission completions.

If you have accidentally disabled sharing of mission rewards, you can reset that option in the escape menu->

You do not need to be in the same station, same system, or even same region to get a share of the mission rewards. You can be anywhere in EVE while in the mission fleet, and you will still receive all of the rewards entitled to everyone in the fleet when a mission is completed.

Note that since higher level agents give better rewards, it makes sense to level up one pilot first, then share the rewards from level 4 missions amongst the fleet members, rather than trying to level up every pilot's corp standings at the same time. See the alliance strategy section below for more information.

## Agent Level and Quality

Agent level varies from level 1 to level 5, with each higher level agent giving more difficult missions. Mission difficulty is also affected by the security level in which the mission takes place, with missions in lower security status systems being more difficult than higher security status systems. Since Stain is 0.0 space, the missions (and rewards) are greatest where we live.

In general, agent level is more important than agent quality. A lower level agent, even of high quality, will still provide less rewards and standings gains than a higher level agent with low quality. Therefore, you should try to move up to higher level agents as soon as possible. While gaining standards, it is generally better to move between 2-3 agents per level, based on improving quality. Since standings gains are affected by quality (and level), moving to higher quality agents will help you reach higher level agents more quickly.

An agent's effective quality is affected by the agent's base quality, your negotiations skill level, and your personal standing with the agent:

```
Agent_Effective_Quality = Agent_Quality + (5 * Negotiation_Skill_Level) + Agent_Personal_Standing
```

## Faction versus Corp Standing

Corporation standing with an NPC corporation allows you to access agents within that corp. As of Tyrannis, CCP has fixed the old system by now ensuring that every pilot in EVE can always access at least a single level 1 agent of each NPC mission corp. It may be the case that you need to train some social skills to achieve this, but it will always be possible.

Many pilots who transition to a new area of 0.0 space will find themselves with horrible faction standing to the local pirate faction, and this can negatively affect mission running.

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Pilots require no worse than a -2.0 effective faction standing to run level 2 agents for an NPC corp.
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If you want to run missions for an NPC faction, regardless of the corp or division, you will need no worse than -2.0 faction standings to reach level 2 agents with any of that faction's corps. Most factions have "friend" factions, and running missions for those friend factions will also increase the faction standing of the faction you want to run missions for. Unfortunately, it appears that Sansha's Nation has no empire friendly factions, so this option is out. Likewise, trading in tags and datacores for faction standing does not work, again since no empire factions like Sansha's Nation.

This leaves us with the combination of two approaches to improve Sansha's Nation faction standing: train Diplomacy, and grind level 1 storyline missions. The Diplomacy skill grants a 0.4 faction standing increase with any faction with whom the pilot is hostile. Therefore, if you have -3.0 faction standing with Sansha's Nation, training Diplomacy to level 5 will grant a bonus of 2.0 faction standing, giving you a -1.0 effective faction standing. Since Diplomacy is a rank 1 skill, the 6 days it takes to train it from level 0->5 is worth many dozens of level 1 missions and storyline missions. This will help you reach level 2 missions more quickly, which will get you more standings faster. It is worth training this skill.

If you want to go ratting, be sure to do it with a character that is NOT your mission runner. Killing Sansha's rats in Stain belts/anomalies will yield faction standings penalties, and will only hurt any mission running you want to accomplish. See below for ways around this.

## Missions in Stain

Stain is littered with Sansha's Nation agents. These agents are in two corps: True Power and True Creations. True Power is the combat oriented corp, and True Creations is industrial, and the missions given by each are in accordance with that corp's focus. Note that the LP stores are the same for both corps.

In empire, it would be more beneficial to run missions for the industrial corp, since pilots can accept missions from many agents at once, and haul mission items around empire with impunity. However, since we live in 0.0 space, running an industrial or transport ship around Stain may not be the best option. In general, alliance members will be running missions for True Power.

## Alliance Mission Strategy

The alliance would like to get as many pilots running Sansha's missions as possible, as this is very profitable for both the alliance members and the alliance itself (through taxes). The alliance leadership has directed the following strategy:

- As few pilots as possible will **accept** missions initially.
- Pilots will join fleets of no less than 3-5 pilots each, and the fleet will accomplish mission objectives.
- The pilot who accepted the mission will complete the mission with mission reward sharing **disabled**.
- Once the pilots who accept the missions have reached level 4 agents, all mission rewards will be shared amongst the fleet.

Since higher level agents give higher rewards and standings increases, the objective of the alliance is to focus all rewards amongst a small set of pilots, so that those pilots can reach level 4 agents quickly. Once we have a few level 4 mission capable pilots, the greater rewards and standings increases from running these level 4 missions will be shared in fleets. The end result is that the mass of pilots in our alliance will get to level 4 agents, and thus greater rewards, more quickly than grinding entire fleets through each level of agents at the same time.

Be sure that you are always running missions in a fleet. This is not just for the bettering of the alliance by achieving more mission runners more quickly, but also for fundamental safety. There are a lot of solo roaming pirates in Stain, and they have no chance against small fleets of T2 ships.

Also, as per alliance leadership direction:

- Do NOT use anything larger than a battlecruiser in Stain until told otherwise.
- All ships in space, whether running missions, belt ratting, etc, are to be fit for PvP.

You can read more about this policy [here](#).

## Skills

There are a number of skills that can improve mission running, both in terms of rewards and speed of gaining corp standing for higher level agents.

For maximum LP gains, mission running pilots should train the appropriate skills. There are two specific Connections skills for each division, so be sure you are running missions for the agents for which you have trained those connections skills.

Here is a list of all mission running skills:

#### Bureaucratic Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Administration, Archives, Financial, Internal Security, Personnel, Storage

#### Connections (Rank 3)

Modifier to effective standing from friendly NPC Corporations and Factions per level. Not cumulative with Diplomacy or Criminal Connections.

#### Criminal Connections (Rank 3)

Skill at interacting with criminal NPCs. 0.4 bonus to effective standing towards NPCs with low Concord standing. Not cumulative with Diplomacy or Connections. Train Diplomacy instead of this skill if you need faction standings.

#### Diplomacy (Rank 1)

Skill at interacting with hostile Agents. 0.4 Bonus per level to effective standing towards hostile Agents. Not cumulative with Connections or Criminal Connections.

#### Fast Talk (Rank 4)

Skill at interacting with Concord. 5% Bonus to effective security rating increase. This skill is useless in 0.0.

#### Financial Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Accounting, Distribution, Financial, Marketing, Legal, Public Relations

#### High Tech Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Archives, Advisory, Intelligence, Manufacturing, Surveillance

#### Labor Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Astrosurveying, Manufacturing, Mining, Personnel, Production

#### Military Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Astrosurveying, Command, Intelligence, Internal Security, Security, Surveillance,

#### Negotiation (Rank 2)

Improves agent effective quality. 5% additional pay per skill level for agent missions.

#### Political Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Administration, Advisory, Command, Legal, Public Relations, Security

#### Social (Rank 1)

5% bonus per level to NPC agent, corporation and faction standing increase.

#### Trade Connections (Rank 1)

Improves loyalty point gain by 5% per level when working for agents in the following corporation divisions: Accounting, Distribution, Marketing, Mining, Production, Storage

## Skills for missions in Stain

There are two NPC mission corporations in Stain: True Power and True Creations. True Power tends to give combat missions, and True Creations gives industrial missions. All mission runners should train the following skills:

- Social

- Negotiation
- **Criminal** Connections because you run missions for a criminal corp (once you have 0.0 or higher faction or corp standings)

## Diplomacy and Criminal Connection DO STACK, sorta

Pilots who have low faction standing with Sansha's Nation will need a train a skill to boost that standing. The Diplomacy and Criminal Connections skills state that they do not stack, however I have observed a different behavior. This is from a personal experience in Tyrannis, while trying to grind up faction and corp standing to run Sansha's Nation corp missions.

Diplomacy can be trained to improve faction standing with all hostile factions. Criminal Connections can be used to improve agent standing with agents with low standings to Concord(training now to see if it also improves faction standing). Currently my character has Diplomacy 4, and my character sheet shows that Diplomacy is helping to improve my faction standing with Sansha's Nation (by about 1.5). However, I saw nothing in the standings for True Power that indicated that Diplomacy was helping it at all. Just for kicks, I trained a level of Criminal Connections, and now my True Power corporate standing has increased by 0.34. My faction standing with Sansha's Nation still shows the Diplomacy bonus. So in effect, both Criminal Connections and Diplomacy are helping standing, each one aiding a different type of standing.

## Sansha's Nations Corporations

Each corporate division has two skills that support increased LP gains for that division. It is therefore beneficial to train these Rank 1 skills to maximize LP gains, depending on which division for which you run missions. Note that each of these skills costs roughly 25mil isk. Training both skills to level 5 will give 50% more LP per mission.

True Power has agents in the following divisions, and they use these skills:

- Surveillance: High Tech Connections, Military Connections
- Internal Security: Bureaucratic Connections, Military Connections
- Security: Military Connections, Political Connections
- Command: Military Connections, Political Connections

True Creations has agents in the following divisions, and they use the following associated skills:

- Administration: Bureaucratic Connections, Political Connections
- Manufacturing: High Tech Connections, Labor Connections
- Marketing: Financial Connections, Trade Connections
- Storage: Bureaucratic Connections, Trade Connections

## Taxes

Player corps can install taxes to corp members that affect mission rewards and NPC bounties over 100k isk. Corp tax is levied on both mission reward and time bonus. Tax is also levied against bounties paid by killing rats, whether in belts, anomalies, mission space, or anywhere else.

Corp tax is NOT applied to: Sell orders, money on hand, contracts, personal trades, gifts, ore mined, ore refined, ore sold, minerals sold/bought, or any other market-type activity.

# Profits

Profits from running Sansha's Nation missions come in three forms: bounties, isk rewards, and LP rewards. Bounties and isk rewards for level 4 missions can approach 20-30mil ISK/hr (or more), which is appreciable. However, the real profit comes from earning LP to be used in the Sansha's Nation LP store to buy items and sell them in empire. The Sansha's LP store includes both full and low-grade Slave sets, as well as the Nightmare, among other things. These are all highly valued items in places like Jita, and Sansha's 0.0 missions are the only places to get them.

Therefore, to maximize profit, be sure to fully train Negotiation for direct ISK payout, as well as the two specific connections skills for the division of the agent for whom you are running missions. Training these two rank 1 skills to level 5 will increase LP rewards by 50%.

We are still working to get some pilots enough standings to run level 4 missions with Sansha's Nation, but I have read that the LP/mission can exceed 15,000. The best way to run these missions is with a small fleet of 2-3 pilots. The actual LP/hour payouts will vary based on skills, how quickly the fleet can blitz missions, the types of missions, and other events such as dodging hostiles, etc. Once some data is available, please post it here.

The alliance has a LP profit spreadsheet here (<https://spreadsheets.google.com/ccc?key=0AnERv99119DgdFotWE1yOW1iWGFaQi1CTTdXS0IIUkE&hl=en&authkey=CPe4gsYM>) . It should have decent Jita values for the items in the LP store. You need only change the LP/hour value at the top to see what kind of profits you can expect. Keep in mind that this spreadsheet only shows profits from LP, and not ISK rewards or bounties.

The spreadsheet shows the profit in terms of LP/hour, which is the normalized profit metric for mission running. It is then converted into ISK/hour profit. Please let Herr Nerdstrom know if you notice any errors or think the Jita data may be out of date.

## External Links

- **Stain Agents** (<http://eve-agents.com/index.dxd?AgentName=&System=&Region=10000022&Corporation=-&Faction=-&Division=-&Level=-&Skill=-&Locator=-&Storyline=-&FWAgent=-&Sort=7&Direction=0>)  
Listing of all mission running agents in Stain, including location, quality, and level.
- **True Power** (<http://www.ellatha.com/eve/lp/True-Power>)  
Loyalty point store rewards and pricing for the True Power corporation.
- **True Creations** (<http://www.ellatha.com/eve/lp/True-Creations>)  
Loyalty point store rewards and pricing for the True Creations corporation.
- **EVE-Survival** (<http://eve-survival.org/wikka.php?wakka=MissionReports>)  
This website is currently the most comprehensive database of mission write-ups. Go here if you want to step-by-step instructions for each mission.
- **Mission Equations** ([http://wiki.eve-id.net/Equations#Mission\\_Equations](http://wiki.eve-id.net/Equations#Mission_Equations))  
The math behind agent quality, standings increases, standings requirements, etc.
- **General Mission Guide - Excellent** (<http://wiki.eveonline.com/en/wiki/Mission>)  
The EVE-Online wiki's mission running guide. This provides a more comprehensive introduction to mission running, but does not include any faction specific information. This is a great read for getting more information about the fundamentals of mission running.
- **LP Store Profit Spreadsheet** (<https://spreadsheets.google.com/ccc?key=0AnERv99119DgdFotWE1yOW1iWGFaQi1CTTdXS0IIUkE&hl=en&authkey=CPe4gsYM>)

The alliance spreadsheet computing the profit margins for running Sansha's Nation missions. Please let Herr Nerdstrom know if anything appears to be incorrect or out of date.

- External Links ([http://www.eve-recon.net/wiki/index.php/External\\_links](http://www.eve-recon.net/wiki/index.php/External_links))

This wiki's external links page -- includes all mission links, as well as a plethora of other useful links.

Retrieved from "[http://www.eve-recon.net/wiki/index.php/Mission\\_Running\\_in\\_Stain](http://www.eve-recon.net/wiki/index.php/Mission_Running_in_Stain)"

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- This page was last modified on 27 August 2010, at 14:48.